

EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S56	13	((JEROME) near2 (MAILLOT)).INV.	US-PGPUB; USPAT; USOCR	OR	ON	2008/05/08 15:36
S57	118	((intersect\$4 or penetrat\$4 or hit) with (ray or line)) same ((move or movement\$4 or moving or translat\$4 or rotat\$4 or displacem\$4) with (ray or line)) same ((occlud\$4 or occlus\$4 or hidden or hide) with (ray or line))	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2008/05/08 15:40
S58	51	((intersect\$4 or penetrat\$4 or hit) with (ray or line)) with (move or movement\$4 or moving or translat\$4 or rotat\$4 or displacem\$4) with (occlud\$4 or occlus\$4 or hidden or hide)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2008/05/08 15:40
S59	6	((intersect\$4 or penetrat\$4 or hit) near (ray or line)) with ((move or movement\$4 or moving or translat\$4 or rotat\$4 or displacem\$4) near (ray or line)) same (occlud\$4 or occlus\$4 or hidden or hide)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2008/05/08 15:40
S60	6	(bound\$4 near (box or spher\$4 or polygon\$4 or polyhedr\$4)) same (model\$4 or mesh or tessellat\$4 or tesellat\$4 or tesselat\$4 or subdiv\$4) same ((intersect\$4) with (order\$4 or rank\$4 or sequen\$4 or sequent\$4 or list\$4)) same ((line or ray) with (model or mesh or primitiv\$4 or polygon\$4))	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2008/05/08 15:40
S61	199	((intersect\$4 or penetrat\$4 or hit) with (ray or line)) same ((move or movement\$4 or moving or translat\$4 or rotat\$4 or displacem\$4) with (ray or line)) same (occlud\$4 or occlus\$4 or hidden or hide)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2008/05/08 15:40
S62	69	((intersect\$4 or penetrat\$4 or hit or trace or tracing) with (ray or line)) with (move or movement\$4 or moving or translat\$4 or rotat\$4 or displacem\$4) with (occlud\$4 or occlus\$4 or hidden or hide)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2008/05/08 15:41
S63	177	((intersect\$4 or penetrat\$4 or hit or trace or tracing) with (ray or line)) with (move or movement\$4 or moving or translat\$4 or rotat\$4 or displacem\$4) same (occlud\$4 or occlus\$4 or hidden or hide)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2008/05/08 15:41
S64	118	((intersect\$4 or penetrat\$4 or hit) with (ray or line)) same ((move or movement\$4 or moving or translat\$4 or rotat\$4 or displacem\$4) with (ray or line)) same ((occlud\$4 or occlus\$4 or hidden or hide) with (ray or line))	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2008/05/08 15:41
S65	51	((intersect\$4 or penetrat\$4 or hit) with (ray or line)) with (move or movement\$4 or moving or translat\$4 or rotat\$4 or displacem\$4) with (occlud\$4 or occlus\$4 or hidden or hide)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2008/05/08 15:41

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S67	0	((inner or interior\$4 or inset or inside\$4) and bound\$4) and ((outer or exterior\$4 or extern\$4 or outside\$4) with bound\$4) and (convex with hull) and ((intersect\$4 or penetrat\$4 or hit or touch\$4) and (ray or line or path)) and (mesh or polygon\$4 or object or shape or lattice) and (bound\$4) and ((tesellat\$4 or subdivis\$4 or subdivid\$4 or tesellat\$4) and (local with neighbor) and ((tight\$4 or constrain\$4 or wrap\$4 or cover\$4) and (mesh or polygon\$4 or object or shape or lattice))).clm.	US-PGPUB	OR	ON	2008/05/08 15:41
S70	0	((tesellat\$4 or subdivis\$4 or subdivid\$4 or tesellat\$4) with (link\$4 or connect\$4)) and ((inner or interior\$4 or inset or inside\$4) and bound\$4) and ((outer or exterior\$4 or extern\$4 or outside\$4) with bound\$4) and (convex with hull) and ((intersect\$4 or penetrat\$4 or hit or touch\$4) and (ray or line or path)) and (mesh or polygon\$4 or object or shape or lattice) and (bound\$4) and (local with neighbor) and ((tight\$4 or constrain\$4 or wrap\$4 or cover\$4) and (mesh or polygon\$4 or object or shape or lattice))).clm.	US-PGPUB	OR	ON	2008/05/08 15:41
S72	628	(345/423).CCL.S.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	OFF	2008/05/08 15:42
S73	1	((intersect\$4 or penetrat\$4 or hit) with (ray or line)) same ((move or movement\$4 or moving or translat\$4 or rotat\$4 or displacem\$4) with (ray or line)) same ((occlud\$4 or occult\$4 or hidden or hide) with (ray or line)) and S72	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2008/05/08 15:42
S74	1	((intersect\$4 or penetrat\$4 or hit) with (ray or line)) same ((move or movement\$4 or moving or translat\$4 or rotat\$4 or displacem\$4) with (ray or line)) same ((occlud\$4 or occult\$4 or hidden or hide) and S72	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2008/05/08 15:42
S75	1	((intersect\$4 or penetrat\$4 or hit) with (ray or line)) with (move or movement\$4 or moving or translat\$4 or rotat\$4 or displacem\$4) with (occlud\$4 or occult\$4 or hidden or hide) and S72	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2008/05/08 15:42
S76	3	(bound\$4 with (box or sphere\$4 or polygon\$4 or polyhedr\$4)) same (model\$4 or mesh or tesellat\$4 or tesellat\$4 or tesellat\$4 or subdivis\$4) same ((intersect\$4) with (order\$4 or rank\$4 or sequen\$4 or list\$4)) same ((line or ray) with (model or mesh or primitiv\$4 or polygon\$4)) and S72	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2008/05/08 15:42
S78	6	((intersect\$4 or penetrat\$4 or hit) near (ray or line)) same ((move or movement\$4 or moving or translat\$4 or rotat\$4 or displacem\$4) near (ray or line)) same ((occlud\$4 or occult\$4 or hidden or hide)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2008/05/08 15:54
S79	177	((intersect\$4 or penetrat\$4 or hit or trace or tracing) with (ray or line)) with (move or movement\$4 or moving or translat\$4 or rotat\$4 or displacem\$4) same ((occlud\$4 or occult\$4 or hidden or hide)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2008/05/08 15:54